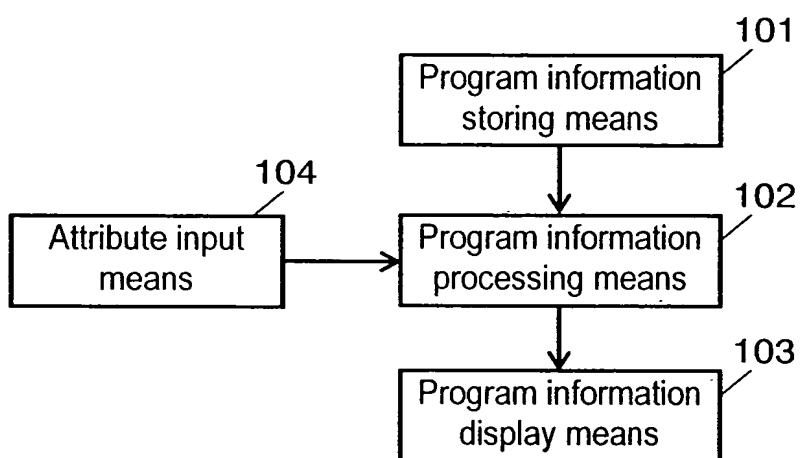


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FIG. 1



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FIG. 2

| Channel | Title | Briefing | SF | Action | Romance | Comedy | Sports | Viewing rate (%) |
|---------------|--------------------------|--|----|--------|---------|--------|--------|------------------|
| BS110 | Movie: Cosmos wars | Masterpiece by director John Smith! Long long ago... | 70 | 20 | 10 | 0 | 0 | 23 |
| BS253 | Slow trick | Space adventure on air since 1996 in America | 50 | 30 | 0 | 20 | 0 | 8 |
| CS64 | Drama: We are friends | High viewing rate in America since 1994 | 0 | 10 | 60 | 30 | 0 | 15 |
| Ground wave 6 | Football in Kokubunji | Action soccer movie with lots of CG | 0 | 40 | 0 | 30 | 30 | 18 |
| Ground wave 4 | Shenron ball | Action battle, fine piece of animation | 20 | 70 | 0 | 10 | 0 | 7 |
| CS124 | Strong ranger | Fleet series. Smash hit in America | 10 | 90 | 0 | 0 | 0 | 3 |
| BS4 | Extra man | Rerun of old favorite Extraman | 60 | 40 | 0 | 0 | 0 | 8 |

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FIG. 3

| Channel | Title | First attribute (SF) | Second attribute (Action) |
|---------------|-----------------------|-------------------------|------------------------------|
| BS110 | Movie: Cosmos wars | 70 | 20 |
| BS253 | Slow trick | 50 | 30 |
| CS64 | Drama: We are friends | 0 | 10 |
| Ground wave 6 | Football in Kokubunji | 0 | 40 |
| Ground wave 4 | Shenron ball | 20 | 70 |
| CS124 | Strong ranger | 10 | 90 |
| BS4 | Extraman | 60 | 40 |

301 302 303 304

303a 304a

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FIG. 4

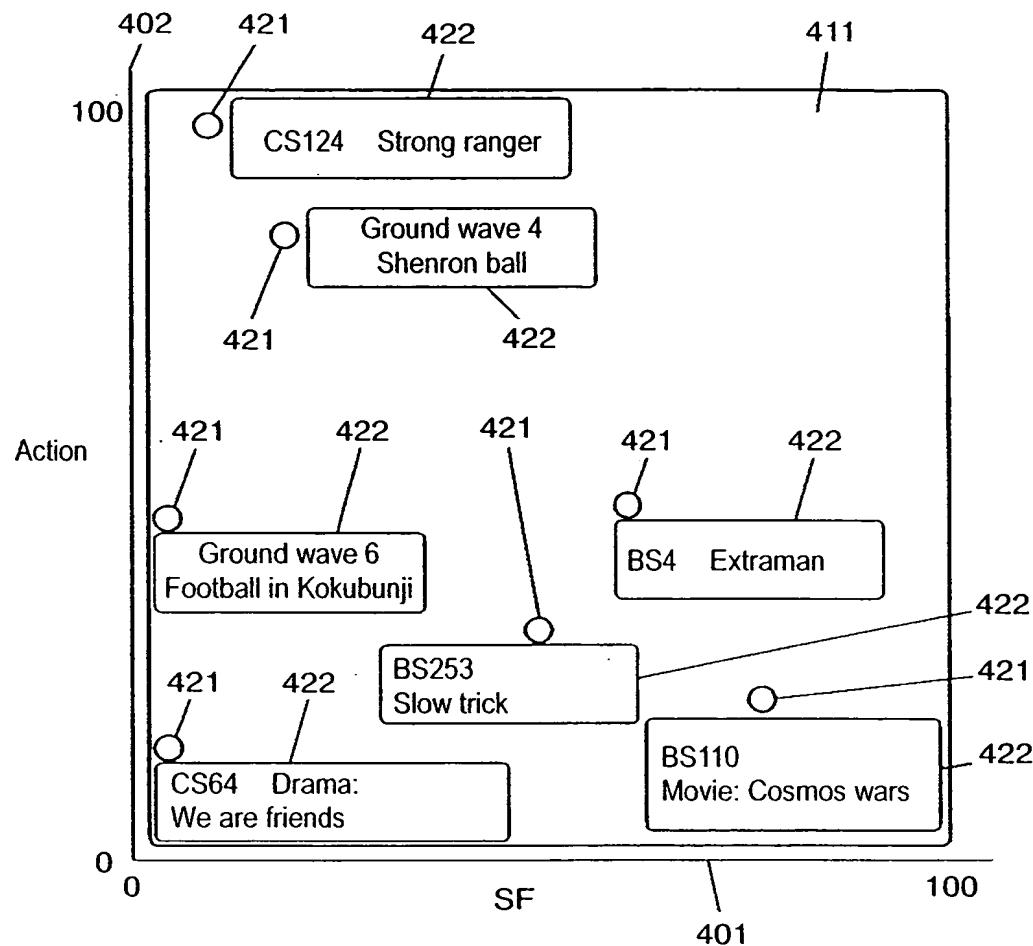
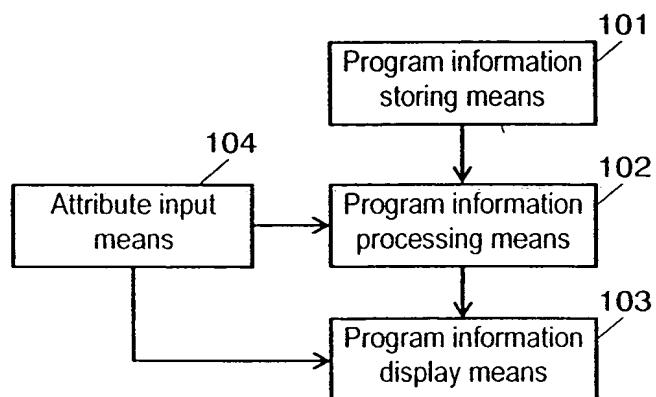


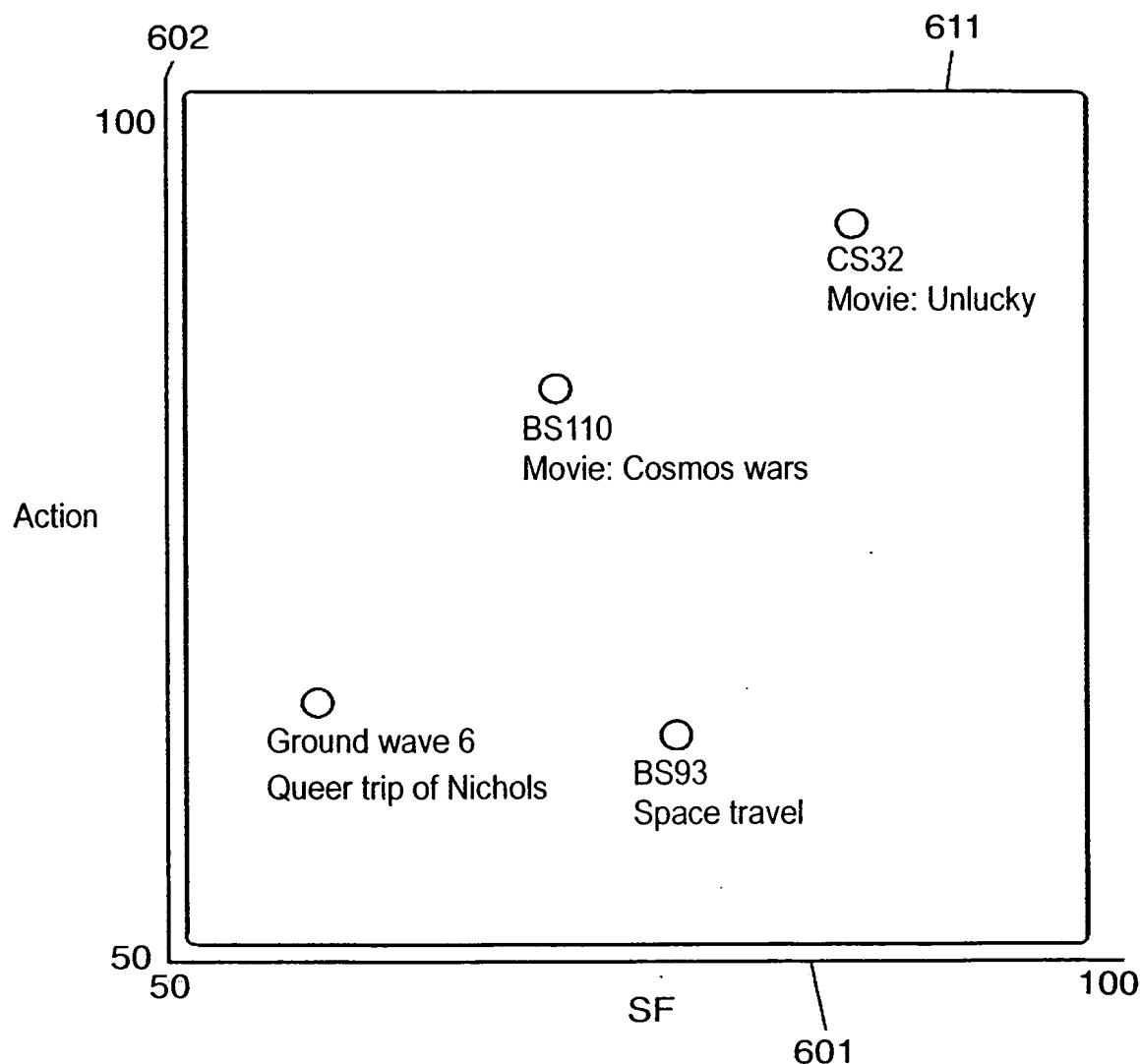
FIG. 5



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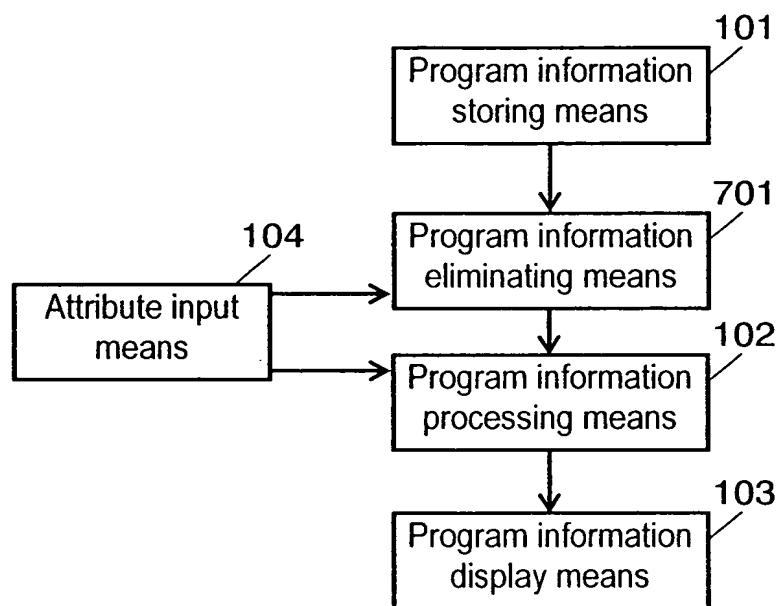
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FIG. 6



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FIG. 7



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FIG. 8

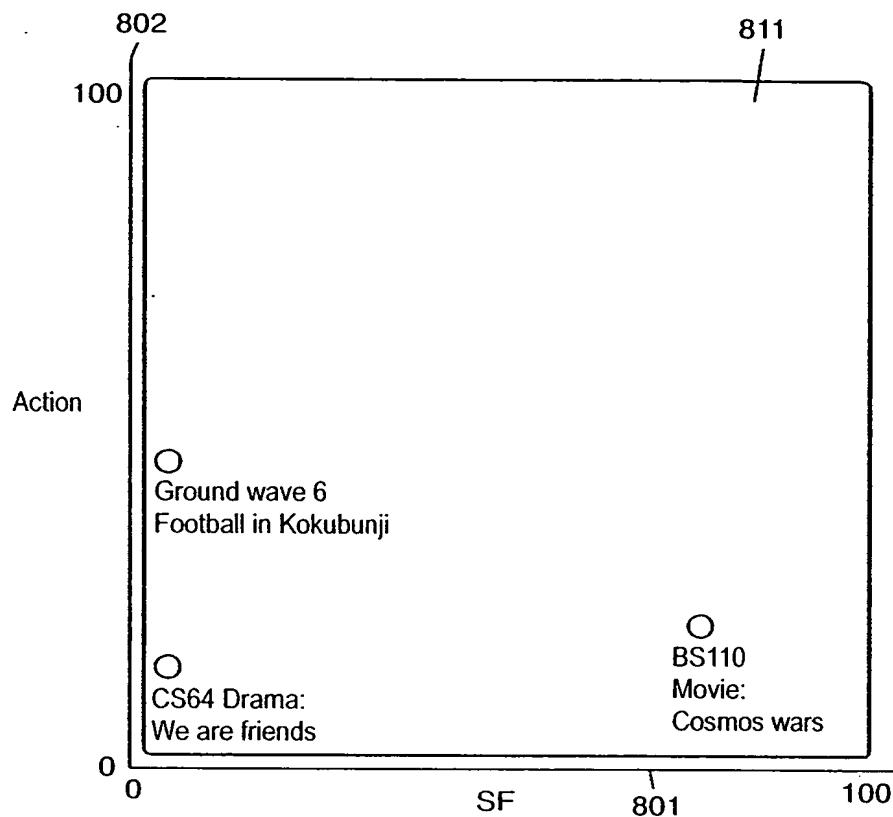
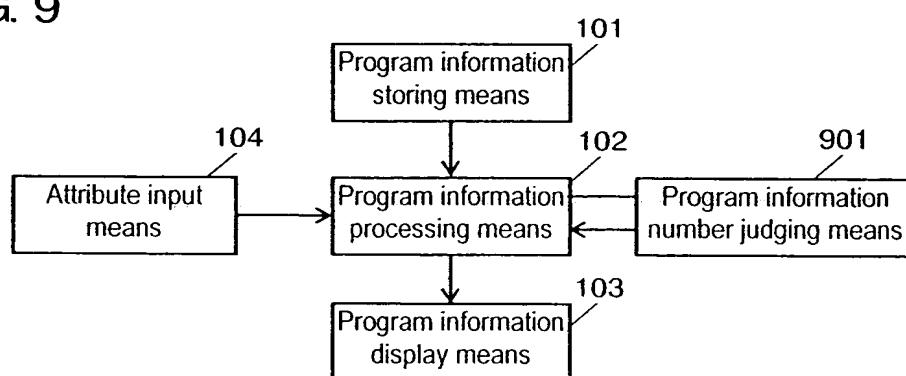


FIG. 9

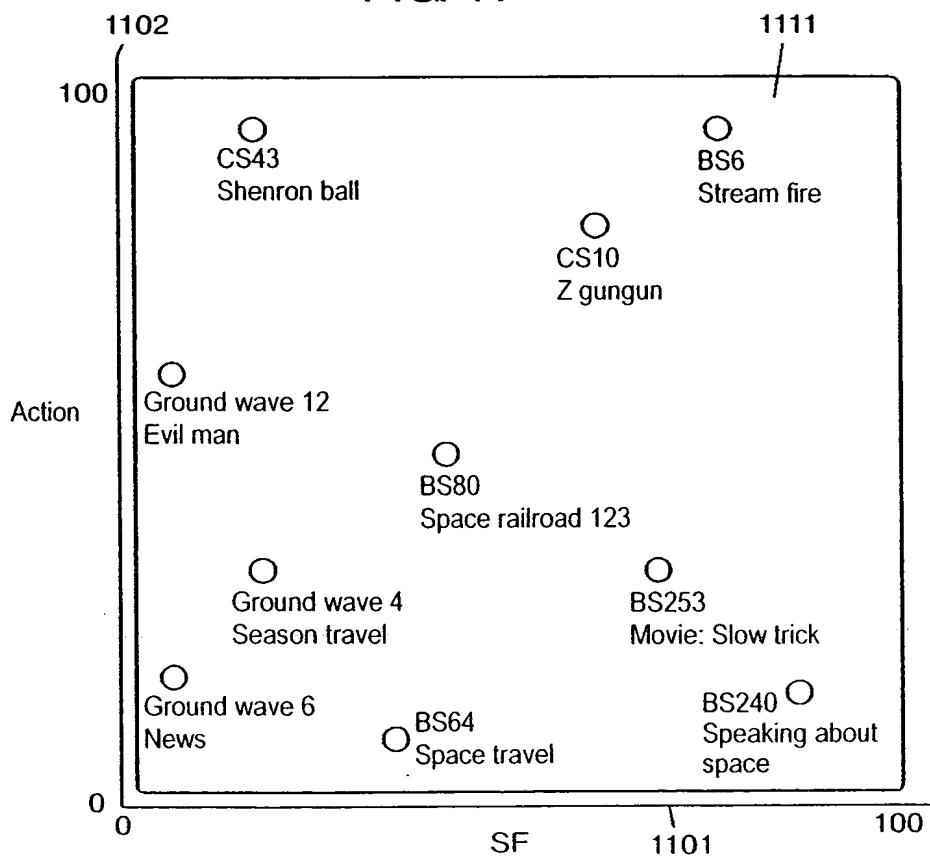


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FIG. 10

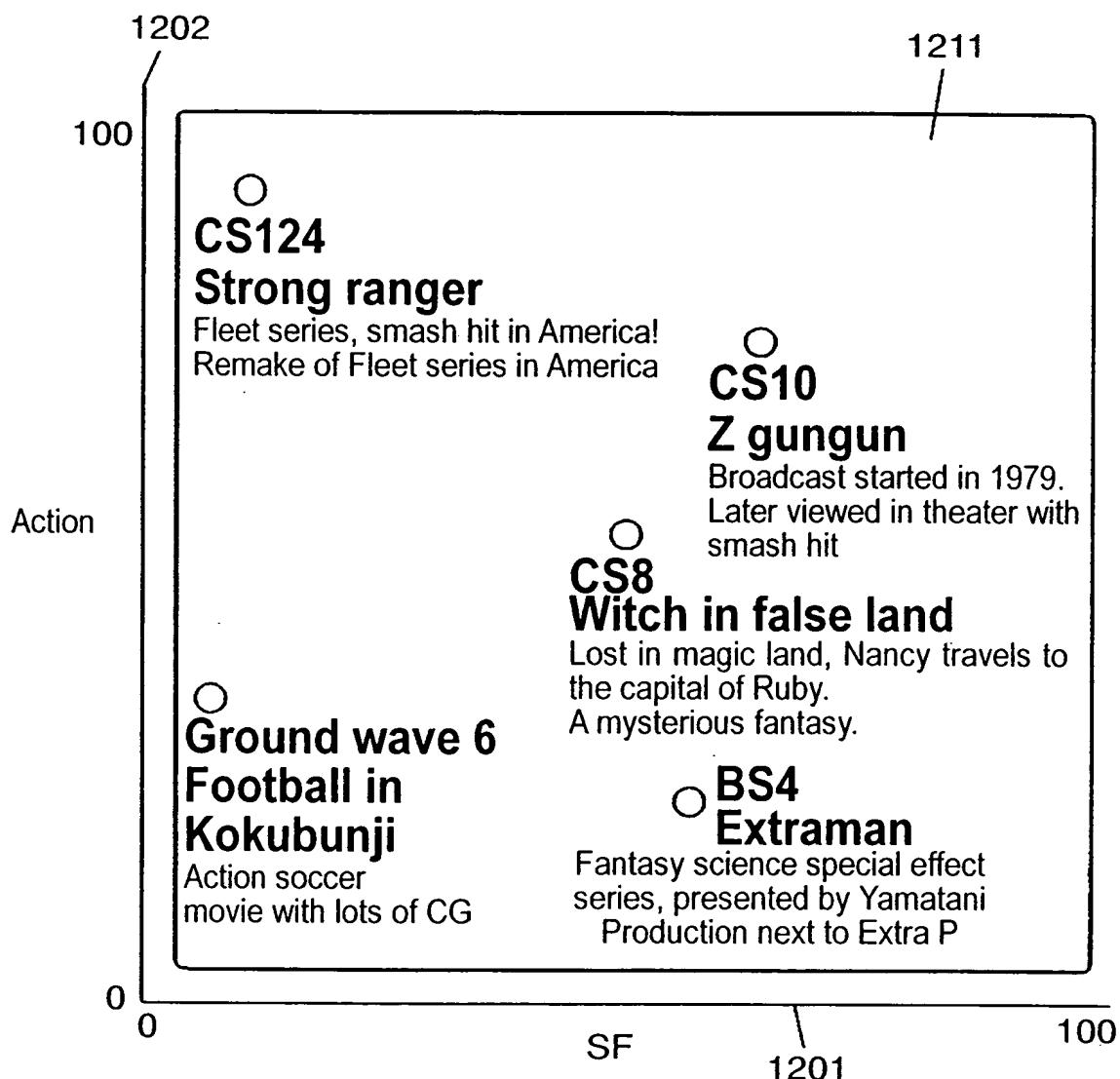
| 1001 Judged result | 1002 Icon | 1003 Channel | 1004 Title | 1005 Briefing | 1006 Thumbnail |
|-----------------------|--------------|-----------------|---------------|------------------|-------------------|
| Size 1 | ○ | ○ | ○ | | |
| Size 2 | ○ | ○ | ○ | ○ | |
| Size 3 | ○ | ○ | ○ | ○ | ○ |

FIG. 11



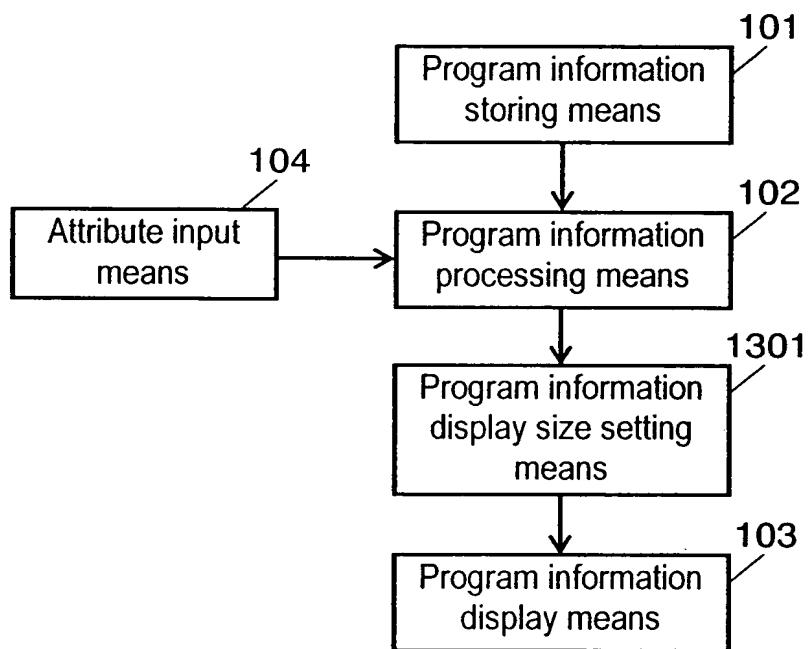
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FIG. 12



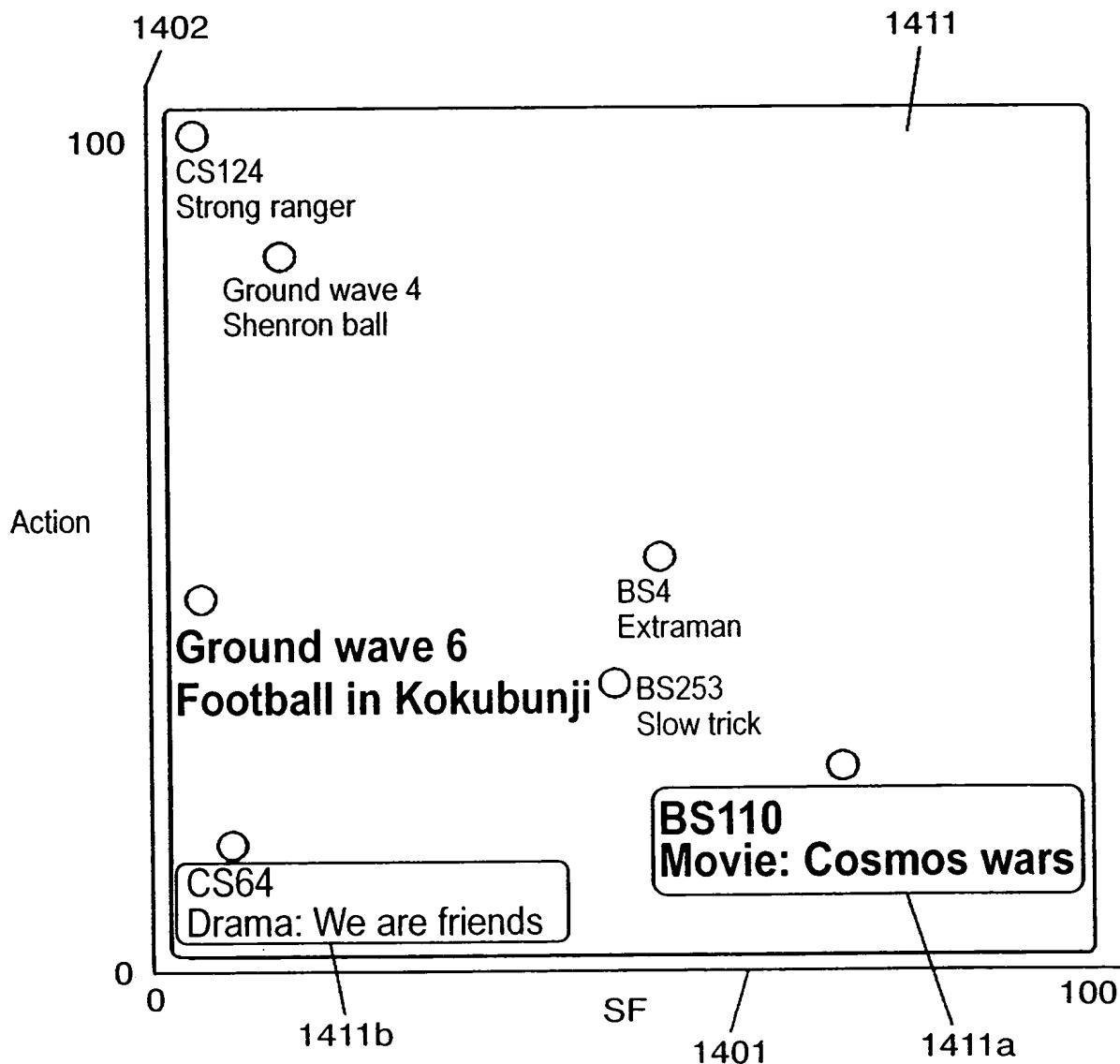
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FIG. 13



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FIG. 14



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FIG. 15

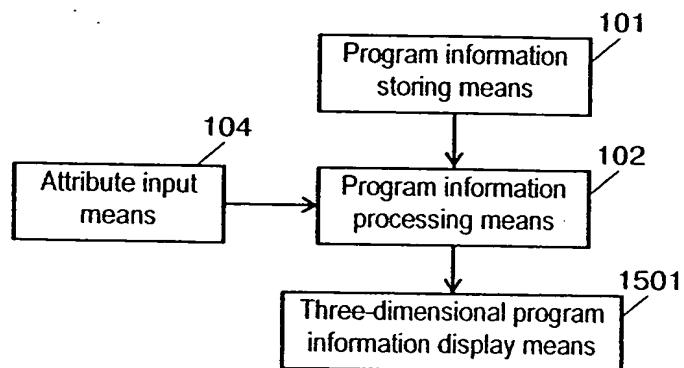
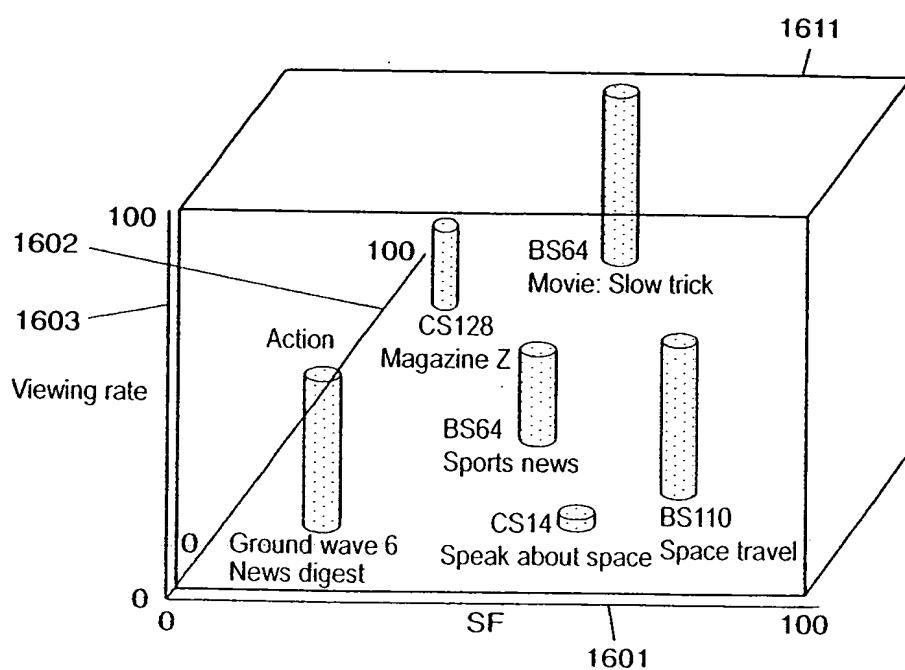


FIG. 16



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FIG. 17

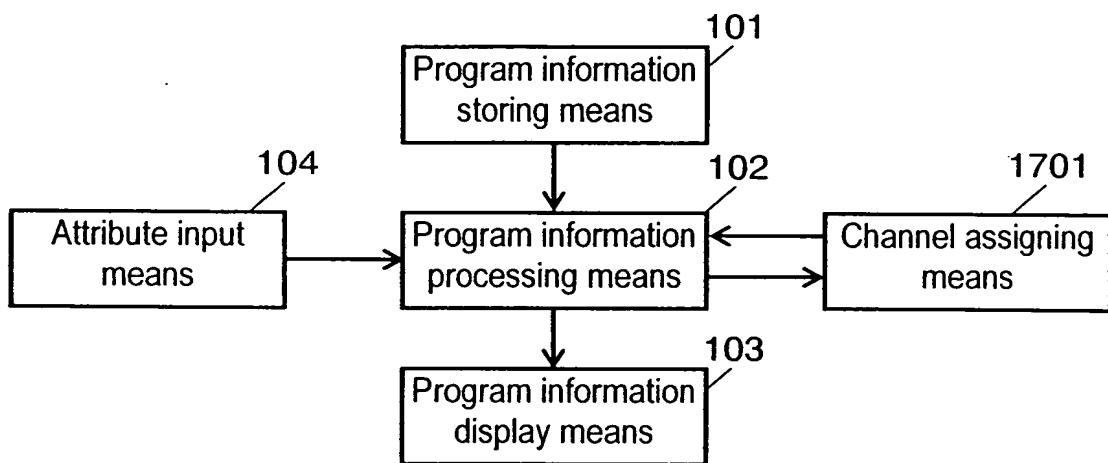
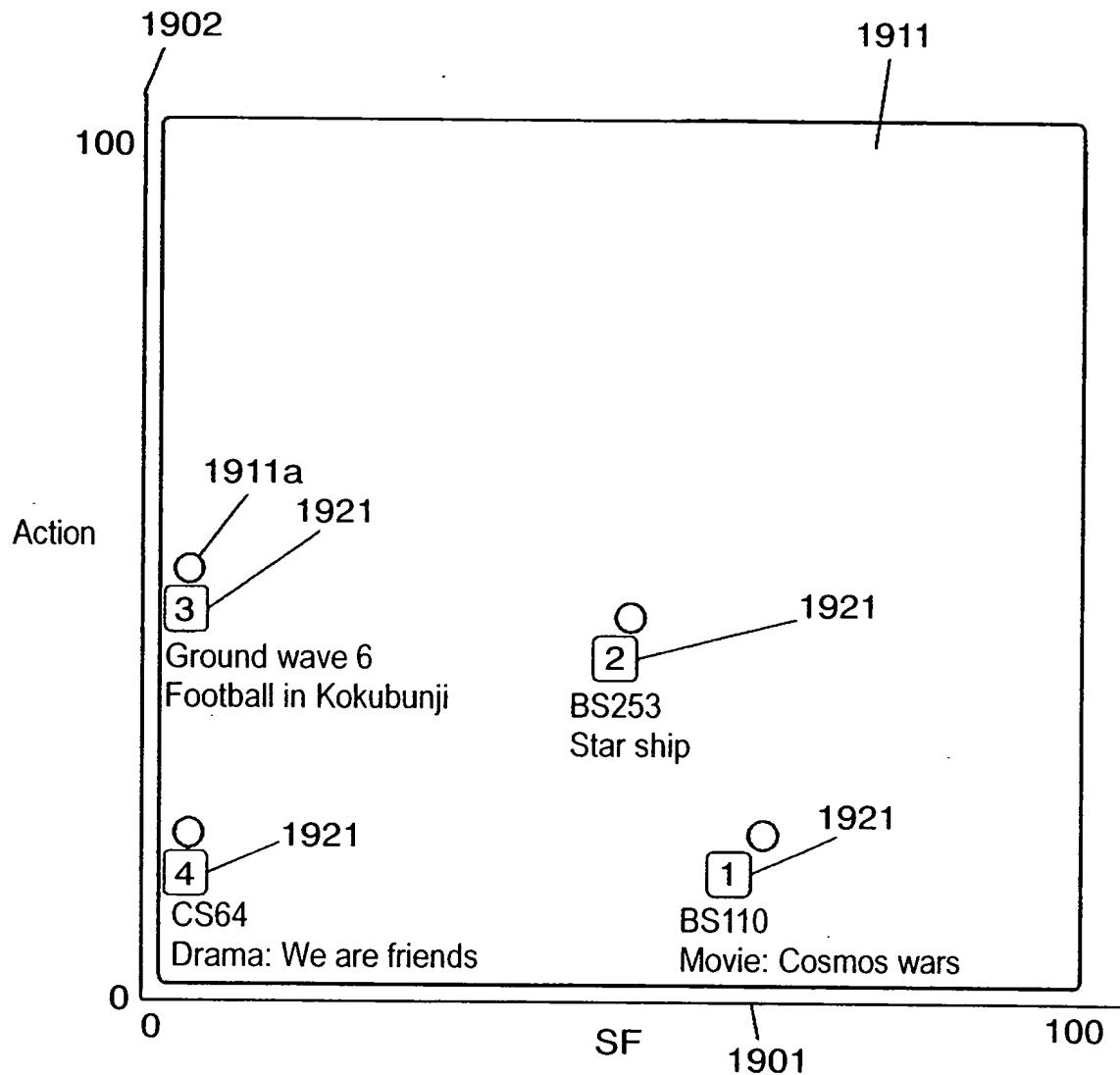


FIG. 18

| 1801 | 1802 | 1803 | 1804 | 1805 |
|-----------------|---------------|--------------------------|----------------------|---------------------------|
| Virtual channel | Channel | Title | First attribute (SF) | Second attribute (action) |
| 1 | BS110 | Movie: Cosmos wars | 70 | 20 |
| 2 | BS253 | Star ship | 50 | 30 |
| 4 | CS64 | Drama: We are friends | 0 | 10 |
| 3 | Ground wave 6 | Football in Kokubunji | 0 | 40 |

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FIG. 19



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Reference numerals in the drawings

- 101 Program information storing means
- 102 Program information processing means
- 103 Program information display means
- 104 Attribute input means
- 201 Channel
- 202 Title
- 203 Briefing
- 204 Attribute
- 301 Channel
- 302 Title
- 303 First attribute
- 303a Related value about first attribute
- 304 Second attribute
- 304a Related value about second attribute
- 401 X-axis
- 402 Y-axis
- 411 Program information display area
- 421 Icon
- 422 Program information
- 601 X-axis
- 602 Y-axis
- 611 Program information display area
- 701 Program information eliminating means
- 801 X-axis
- 802 Y-axis
- 811 Program information display area
- 901 Program information number judging means
- 1001 Judged result
- 1002 Icon
- 1003 Channel
- 1004 Title
- 1005 Briefing
- 1006 Thumbnail
- 1101 X-axis
- 1102 Y-axis

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- 1111 Program information display area
- 1201 X-axis
- 1202 Y-axis
- 1211 Program information display area
- 1301 Program information display size setting means
- 1401 X-axis
- 1402 Y-axis
- 1411 Program information display area
- 1411a Program information (movie: Cosmos wars)
- 1411b Program information (drama: We are friends)
- 1501 Three-dimensional program information display means
- 1601 X-axis
- 1602 Y-axis
- 1603 Z-axis
- 1611 Program information display area
- 1701 Channel assigning means
- 1801 Virtual channel
- 1802 Channel
- 1803 Title
- 1804 First attribute
- 1805 Second attribute
- 1901 X-axis
- 1902 Y-axis
- 1911 Program information display area
- 1921 Virtual channel